

"ARCADE DICE" by KLAUS GRISMAIER

1. ARCADE DICE

2. BY K. F. G.

3: RETURN

5 CLEAR; NT=0; FC=84; BC=24

10 PRINT; PRINT " * * * ARCADE DICE * * *

20 PRINT; PRINT; PRINT " 1 ELECTRONIC DICE

30 PRINT; PRINT " 2 ELECTRONIC CRAPS GAME

40 PRINT; PRINT; PRINT " MAKE SELECTION

50 IF &(23)=8 CLEAR; GOTO 100

60 IF &(22)=8 CLEAR; K=1; T=0; GOTO 150

70 GOTO 50

100 GOSUB 780; INPUT # OF PLAYERS: "P; IF P>4 P=4

110 IF P=1 K=1; GOSUB 800; GOTO 110

120 GOTO 700

140 CX=-75; CY=40; RETURN

150 NT=1

160 BOX 0, 30, 80, 9, 2

170 BOX 0, 40, 160, 8, 2

180 M=((KN(1)+128)+28)+1

190 IF &(22)=16 GOTO 5

200 GOSUB 140; PRINT " BET: ", #3, M,

210 IF TR(1)=0 GOTO 180

220 GOSUB 800

230 GOSUB 500

240 S=L+R

250 IF S=7 GOSUB 510; GOTO 600

260 IF S=11 GOSUB 510; GOTO 600

270 IF S=2 GOSUB 520; GOTO 400

280 IF S=3 GOSUB 520; GOTO 400

290 IF S=12 GOSUB 520; GOTO 400

300 GOSUB 500; PRINT "ROLL AGAIN",

310 GOSUB 800

320 GOSUB 500

330 A=L+R

340 IF A=5 GOSUB 530; GOTO 600

350 IF A=7 GOSUB 540; GOTO 400

360 GOTO 310

400 GOSUB 140; PRINT " # # # YOU LOSE # # #

410 NT=8

420 MU=49; MU=51; MU=53; MU=98; MU=49; MU=48; MU=53;

MU=98; MU=49; MU=48; MU=48; MU=48

430 NT=0

440 CX=-75; CY=-40; PRINT " LOST ", #3, M,

450 NT=0

460 GOTO 550

500 CX=-20; CY=30; RETURN

510 PRINT "A NATURAL"; RETURN

520 PRINT "CRAPS"; RETURN

530 PRINT "A MATCH ", RETURN

540 PRINT "CRAP OUT ", RETURN

550 T=T+1

560 CX=0; PRINT "YOU HAVE ", #3, T,

570 FOR Z=1 TO 100

580 I=1+1; NEXT Z; I=0

590 GOTO 150

600 GOSUB 140; PRINT " \$\$\$\$\$\$ A WINNER \$\$\$\$\$\$ "

610 NT=8

620 FOR Z=1 TO 2

630 MU=51; MU=48; MU=53; MU=48; MU=48; MU=51; MU=52;

MU=48; MU=53; MU=48; MU=48; MU=48; MU=48

640 NEXT Z; NT=0

650 CX=-75; CY=-40; PRINT " WIN ", #3, M,

660 GOTO 550

700 FOR K=1 TO P+3; @ (K)=0; NEXT K

710 FOR K=1 TO P

720 GOSUB 780; PRINT "PLAYER #", #2, K, " ROLLS",

730 GOSUB 800; @ (K)=L+R; NEXT K

740 FOR K=1 TO P

750 IF @ (K)> @ (K+1) IF @ (K)> @ (K+2) IF @ (K)> @ (K+3)

GOSUB 780; PRINT "PLAYER #", #2, K, " WINS ",

GOTO 710

760 NEXT K

770 FOR Z=1 TO 200; Y=1+1; NEXT Z; Y=0; GOTO 700

780 CX=-40; CY=-40; RETURN

800 N=7-((KN(K)+128)/42)

810 NT=1; IF &(22)=16 GOTO 5

820 CX=0; CY=40; PRINT "# OF ROLLS: ", #2, N,

830 IF TR(K)=0 GOTO 800

840 NT=20; FOR D=1 TO N

850 BOX=40, 0, 44, 44, 1; BOX=40, 0, 42, 42, 2

860 I=RND(6); X=-40; GOSUB 890; (L+1)

870 BOX=40, 0, 44, 44, 1; BOX=40, 0, 42, 42, 2

880 I=RND(6); X=40; GOSUB 890; (R+1)

890 NEXT D; NT=1; RETURN

966GOSUB966;RETURN
 914GOSUB970;RETURN
 924GOSUB960;GOSUB970;RETURN
 934GOSUB970;GOSUB980;RETURN
 944GOSUB960;GOSUB970;GOSUB980;RETURN
 954GOSUB970;GOSUB980;GOSUB990;RETURN
 966BOX X,0,6,6,1;RETURN
 970BOX X+12,12,6,6,1;BOX X-12,-12,6,6,1;
 RETURN
 980BOX X-12,12,6,6,1;BOX X+12,-12,6,6,1;
 RETURN
 990BOX X-12,0,6,6,1;BOX X+12,0,6,6,1;RETURN

Keep all the spacing tight (except inside the quotation marks, they should be as shown above) even though it was typed a little inconsistently. The program uses almost all of the BASIC UNIT's memory. The command PRINT SZ must indicate at least 14, if not, eliminate lines 1 & 2.

The program operates as follows:

LINES #1 - 70 set up the menu
 LINES 100 - 120 selects the number of players for electronic dice
 LINES 140 - 210 sets up player bet for craps game
 LINES 220 - 360 compares the numbers rolled on the dice, determining both winning and losing combinations
 LINES 400 - 460 is the loser routine for craps
 LINES 500 - 540 specify winning and losing combinations
 LINES 550 - 590 give player total and returns for next bet
 LINES 600 - 650 is the winner routine for craps
 LINES 700 - 730 enters each player's roll on electronic dice
 LINES 740 - 780 selects the winner for electronic dice (highest combination)

LINES 800 - 830 selects number of times dice roll
 LINES 840 - 890 roll dice (random selection) and draws frame for dice
 LINES 900 - 950 select dot combinations
 LINES 960 - 990 draw dots on dice

ARCADE DICE is played with the hand controls. First menu selection allows up to four players to play in rotation, just enter the number of players, then press GO. Number of rolls is selected by knob on hand control, pulling the trigger will begin the rolling. After the combination is displayed, control shifts to the next hand control. After everyone has their turn, the winner is immediately selected.

The second menu selection allow player to place bet with knob and trigger, then number of rolls is selected as above. Score is automatically indicated.

To return to menu, press Zero (0) on keypad. This can only be done during selection stages of rolls or bet, which reset automatically.

This program can be modified using the separate sections in other combinations, or modifying the size and location of the dice. Electronic dice can replace regular dice in board games, by keeping track of whose turn it is (everyone gets their own control, but cannot move out of turn). I hope this will give someone certain possibilities.

YOURS TRULY,

Klaus Griswayer

KLAUS GRISWAYER
 320 Hanna Ave., Bldg. 3, Apt. 8
 LOVELAND, OH 45140

November 10, 1979

Dear Bob,

I have been very happy to receive the ARCADIAN and wish to continue my subscription. I have enclosed my \$10 check, so put me on your list of satisfied subscribers.

I enjoy your monthly newsletter and get a challenge in debugging or modifying the programs sent each issue. I have wanted to share some of my programming ideas with the Arcadians, so I decided to send you my version of electronic dice - I hope you enjoy it.

Enclosed you will find a tape and a listing of the program. Please return the tape when you are finished with it so that I can use it again for this purpose (postage is enclosed). I hope that I will have time to send other programs in the future.

Cordially Yours,

Klaus Grismayer

KLAUS GRISMAYER

320 HANNA AVE 3/8
LOVELAND, OH 45140

47
10/12
1/07

CHECKBOOK BALANCE

BY JOHN P. HURST

10/75

```

10 PRINT "
20 CLEAR : NT=1
30 FOR Z=0 TO 39: B(Z)=48: NEXT Z
40 PRINT "    BALANCE ON STATEMENT
50 GOTO 60 PRINT "$???? ??
60 GOTO 60 PRINT "+",
70 FOR Y=11 TO 65 STEP -1
80 Y=KF
90 IF Y=31: CY=-59: PRINT "
100 GOTO 75
110 @Y=+K
120 IF @Y(11)=48: IF @Y=11: PRINT " ".; N
EXT Y
130 IF @Y(10)=48: IF A=10: IF @Y(11)=48
PRINT " ".; NEXT A
140 IF @Y(9)=48: IF A=9: IF @Y(11)=48: IF
@Y(10)=48: PRINT " ".; NEXT A
150 TV=@(A). IF A=9: PRINT ". ",
160 NEXT A: PRINT
170 INPUT " HOW MANY DEPOSITS ?" B:
IF B=0: GOTO 150
180 CY=-59: PRINT "$???? ??
190 FOR C=1 TO B: PRINT #2: C: GOSUB
2000
210 NEXT C: PRINT " TOTAL DEPOSITS
="
220 GOSUB 2000
230 $+@Y(18). @Y(36). @Y(72): PRINT
240 INPUT " HOW MANY CHECKS ?" B: I
F B=0: $+@Y(0). @Y(36). @Y(18): FOR E=0 TO
17: @Y(E)=48: NEXT E: $+@Y(0). @Y(18). @Y
(36): GOTO 230
250 FOR E=36 TO 53: @Y(E)=48: NEXT E
260 CY=-59: PRINT "$???? ??
270 FOR C=1 TO 5
280 PRINT #2: C: GOSUB 1000: NEXT C
290 PRINT " TOTAL OUTSTANDING CHE
CKS=
300 CY=-59: GOSUB 2000: PRINT
310 $+@Y(0). @Y(72). @Y(18): FOR E=0 TO
17: @Y(E)=48: NEXT E: $+@Y(18). @Y(36). @Y
(0)
320 FOR E=18 TO 35: @Y(E)=48: NEXT E
330 $+@Y(0). @Y(18). @Y(36)
340 PRINT " CURRENT BALANCE= "
350 GOSUB 2000
360 STOP
370 CY=-59: PRINT "$"
380 FOR D=29 TO 24 STEP -1
390 GOTO 400
400 IF @Y(31): CY=-59: PRINT "
410 GOTO 400
420 IF @Y(30): GOTO 430
430 IF @Y(29)=48: IF D=29: PRINT " ".;
NEXT D
440 IF @Y(27)=48: IF D=27: IF @Y(29)=48
PRINT " ".; NEXT D
450 IF @Y(25)=48: IF D=25: PRINT " ".;
NEXT D: PRINT
460 $+@Y(18). @Y(54). @Y(54)
470 FOR E=18 TO 35: @Y(E)=48: NEXT E
480 $+@Y(18). @Y(54). @Y(36): RETURN
490 STOP
5000 Z=1: IF @Y(53)=56: PRINT "-?"
5100 PRINT "$": FOR F=52 TO 42 STEP
-1
5200 IF @Y(F)=48: IF Z: GOTO 5050
5300 Z=0: TV=@Y(F)
5400 IF F=44: PRINT ". ",
5500 NEXT F
5600 RETURN

```

10 SPACES
↓

10 SPACES
↓

CHECKBOOK BALANCE

```

CLEAR
RUN
BALANCE ON STATEMENT=
$2777.00
+1104.05
HOW MANY DEPOSITS ? 2
$555.00
24.85
28.57
TOTAL DEPOSITS= $1514.66
HOW MANY CHECKS ? 0
$0.00
14.16
24.45
13.68
TOTAL OUTSTANDING CHECKS=
$38.29
CURRENT BALANCE= $1604.75

```



BKG Services

5350 Elmcrest Lane

Cincinnati, Ohio 45242

513-791-2542

Laurence
Gallant

45242

12

Division with Decimals

10 Input x, y, z

20 $A = x \div y$

30 Print #1, A, #1, ". .",

40 For B=1 to z

50 $E = (RM \times 10) \div y$

60 Print E,

70 Next B

With this program one can get decimals up to 32,767 places (No divisor greater than 3276 or the computer can't multiply it by 10)

If the divisor is less than 327 line

50 can read " $E = (RM \cdot 100) \div y$ " giving

65534 places. Having it out to so

many places would probably not be
of much use because the decimals would
eventually repeat. You may want to
use the program for some other use (though
at the moment I have none).

MEMO

from Bill Templeton

12

To Robert Fabris Date 11-11-79 Time _____

Dear Bob:

We found a small mistake in the MICROTREK program in your 10-31-79 Arcadian, i.e.:

```
200 CLEAR;C=E-S;If C<0 C=-C  
220 Q=0;If C<2 If G<2 Q=1
```

By adding the following colors the game enhances the player's interest: (add just before RETURN in each line):

```
700 FC=0;  
710 FC=90;  
720 FC=172;  
730 FC=133;
```

Thankyou for the fine ARCADIAN'S this year. Hope you received our renewal for 1980!

Sincerely,

Bill Templeton

The Templeton's
78 Larkstone Court
Danville, CA 94526

o me

JOHN R. HURST
128 Jade Dr.
Wilm., Del., 19810
Tel: 1-302-478-1999
11 Nov. 1979

Dear Bob,

First off I want to thank you for sending out the Hackers Manual, and the Executive Software. I never received them earlier, so they must have been lost in the mail as you said. I have been waiting to receive the package, as I was able to get hold of a printer from work that I thought might work with the Bally. Over the weekend I wired up the Printer plug in the cassette interface, and breadboarded up the TTL to RS232 circuit as described on page 47 of the ARCADIAN. After the usual corrections and adjustments made necessary by rushing to get something up and running, the printer worked fine. I am enclosing a few samples to show you what it looks like.

The printer I am using, is a Victor Model 1250. It uses 3 3/4" adding machine type paper, and prints about 34 characters per line. It is borrowed from where I work, and is used with computer batching systems, and electronic scales. I work for Toledo Scale Co., as a service technician on electronic computer scales used in retail food markets and deli's in case I never mentioned it before. I don't know too much about this printer, but am trying to get more info on it. The output from our scales is RS232C serial 20ma current loop, so that is why I figured it should work with the Bally. As you can see from the samples, it misses letter or number here and there, but not too many. If I slow down the note time on output, it does much better. It won't print the following: multiply (x); division symbol; left and right arrows; down arrow. I can live with that and add them in later if needed.

One sample I've included is a checkbook balancing routine I have been using. I imagine that it can be trimmed down a bit, but it works as is, so I haven't done much to it since I wrote it. If you think it is worth printing in the ARCADIAN, go ahead and do so. One thing, LINE 42 & 1003 should read: PRINT "?",;CX=CX-6;K=KP This gives a prompt when inputting info on the screen. It doesn't look good on the printer output and that is why it was changed on the enclosed listing. If you aren't using a printer it is easier to follow with the prompt.

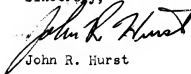
On Nov. 6, I received a phone call from Mr. J. Nieman, Director of Sales, Bally Mfg. Co., in response to a letter that I had written on the 25th of Oct. It was the second letter I had sent since I never received an answer to my first one dated 4 Aug. The gist of the telephone conversation that I had with Mr. Nieman was as follows.

1. Bally never advertised that there would be a keyboard add-on available.
2. Bally is not happy with the amount of units purchased. (30,000)
3. A decision will be made in January if the keyboard will be made.
4. To make the keyboard feasible, 100,000 ^{ARCAD} units would have to be sold, so that the percentage of keyboard sales would be high enough to warrant production.
5. If the keyboard is not produced, the specifications, plans, and other info would be supplied to the ARCADIANs, for our use.
6. Software for the Bally, except for the game cartridges, is not being produced because the retail price would be higher than what the ARCADIANs can get it from the newsletter, or club members selling it through the newsletter.
7. Bally is still waiting for FCC specs. that will be needed if the Add-On is produced.
8. Only 50% of the United States is being covered by Bally as far as distribution is concerned.

As you can see, there are no new answers, the same old ones, along with a lot of excuses. So, although I appreciated the phone call, I really didn't find out much usefull new information.

That's about it for now. Thanks again for the info you sent and I'll be waiting for Service Manual when it is available. Keep up the good work.

Sincerely,


John R. Hurst

Dick Martin

11-20-79

BOB-

I JUST MOVED AND I DONT GET
MY LAST ISSUE OF ARCADIAN VOL I # 11
WOULD YOU PLEASE SEND ME ANOTHER
COPY AND TELL ME HOW MUCH I OWE YOU
FOR IT AND I WILL PAY YOU WHEN I
SEND YOU THE MONEY FOR VOL. II -

AND A QUESTION -

I WAS PLAYING AROUND WITH %.

10 INPUT A

20 % (A) = A

30 T.V. = % (A)

40 GOTO 10

WHAT HAPPENS IS VERY STRANGE LINE #3
CHANGES, LINES CHANGING

MY QUESTION IS-

BY PLAYING AROUND WITH PROGRAMS LIKE THIS
WILL I HARM THE INTERNAL PROGRAMING
OF THE COMPUTER.

Dennis Schneide 12
model BA-1000-2
serial 1363

enjoy your publication!

Microtek corrections (?)

200 CLEAR; C = E - S; IF C < 0
C = -C

and
220 Q = 1; IF C < 2 IF G < 2
Q = 1

CUSTOM BUSINESS PROGRAMMING

713 Bradford Drive
Fort Walton Beach, Florida 32548

WETZEL-COLLINS, INC.
(904) 242-8195

Dear Bob,

Here is a listing of the new checker. It works much faster.

Note: on the old program:
line 260 should be changed to:

~~260 IF @ (U - B + F) = 3~~

260 S = U - B + F; IF @ (S) = 3 J = 1

also line 620 should be changed to

620 IF @ (U + F) = 3 IF @ (U + C - F) = 1 RETURN

You will find many more changes in the new checkers program. Also Mike Fink is right in that line 1615 IF T > 0 GOSUB 2444 will let you see the move immediately but the old checker is still very slow!

∴ is for sale?

I plan to send the new checkers to Steve Wilson for review as well as other programs. If you wish a tape of this program and some others I will send a tape. I have proof of the listing so it should be ready to go.

I would like the details on the keyboard/memory unit although we are working on our own unit.

Enclosed is \$10 for Vol #2 of Arcadian.

F/AO

1892 Rampart Lane
Lansdale, PA 19446
October 17, 1979

Robert Fabris
3626 Morrie Drive
San Jose, CA 95127

Dear Bob:

Enclosed you will find a tape containing a program I felt you might want to make available for free distribution. A brief description is provided by Attachment 1. Unfortunately, the program evolved over a period of time and I do not have a listing of it. The tape has two copies of the program. One on each side. I do desire the return of the tape after your copy. If you would, your addition of other programs you have available would be appreciated.

I would also like to note several errors in David Ibach's Space War Program on page 79. First, in lines 300 and 500, multiplication is designated by an asterisk. Secondly, line 820 should read T-5 instead of Y-5 in the second line statement.

Regarding your keyboard/memory unit, I am interested in the product you are developing and would like to be kept abreast of its progress.

For your records, my machine is a JS&A (Special, serial number ~~4377~~).

The sample listing you provided on page 82 appears to provide the heart of the Bally Arcade and I would be interested in obtaining a copy of it by whatever means you devise. My background in Software is available if you have need of transcription services.

Best Regards,

John A. Johnson
John A. Johnson

JAJ/cm
Att.

Bob.

You might want to publish the following corrections to program, & save some anguish. You're doing one fine job on the newsletter.

Dick

October 31, 1979

12

Mr. Wayne Green, Editor
Kilobaud, Microcomputing
Peterborough, N.H. 03458

Dear Wayne,

Somewhere between the corrected proof and the published article, "Have a Ball with Bally", in the November 1979 issue a couple of important program segments were lost. The corrected lines are as follows:

```
270 GOSUB 440; If G=1 GoTo 330
280 If S = 0 R = R + 1; GoTo 330
```

To those who asked for an easier version, substitute the following lines:

```
260 If X<3 If X>-3 If Y<3 If Y>-3 GoTo 300
440 If X<4 If X>-4 If Y<4 If Y>-4 A=520; G=1; GoTo 460
```

My thanks to everyone who telephoned and wrote to me. Your compliments were indeed appreciated.

Respectfully,



Richard J. Nitto
1040 Pennsylvania Ave.
R.D. # 2
Binghamton, N.Y. 13903

USE OF SHADED AREA IS FOR 2ND OR MORE LINES OF MULTI-LINE STATEMENTS

DO NOT ENTER A SPACE BETWEEN LINE # AND STATEMENT. THIS IS DONE BY THE UNIT

Line #	Statement(s)	Comments
10	CLEAR	
20	$\&(9) = 37$	
30	$BC = 25\phi; FC = 7$	
40	FOR A=1 TO 15ϕ	
50	$H = RND(16\phi) - 8\phi; V = RND(88) - 44$	
60	BOX H, V, 1, 1, RND(2)	
70	NEXT A	
80	$k(9) = 85; \&(1) = 25\phi$	
90	$\&(2) = 1\phi 8; \&(11) = 25\phi$	
100	$CX = -44; CY = \phi$	
110	PRINT "ARCADIAN	
120	LINE $\phi, \phi, 4$	
130	FOR Q= ϕ TO 35 STEP 2	
140	LINE 75, Q, 3; LINE $\phi, \phi, 4$	
150	LINE 75, -Q, 3; LINE $\phi, \phi, 4$	
160	NEXT Q	
170	L=7; FOR Z=48 TO 51	
180	BOX -Z, $\phi, 1, L, 1$	
190	L=L-2	
200	NEXT Z	
210	BOX -22, $\phi, 5\phi, 9, 3$	
220	FOR Q= ϕ TO 35	
230	LINE 75, Q, 3; LINE $\phi, \phi, 4$	
240	LINE 75, -Q, 3; LINE $\phi, \phi, 4$	
250	NEXT Q	
260	GOTO 220	
	DECIMAL DIVISION	
5	LEGALLANT	
10	INPUT X, Y, Z	
20	$A = X \div Y$	
30	PRINT #1, A, #1, ". ",	
40	FOR B=1 TO Z	
50	$E = (RM \times 1\phi) \div Y$	
60	PRINT E,	
70	NEXT B	
1	DECIMAL DIVISION	
5	BY L. GALLANT	

>LIST

4000 .

4004 : RETURN

4005 MEMORY DISPLAY

4006 . CHUCK THOMKA 4APR79

4010 INPUT " FIRST LOCATION # ="F

4020 INPUT " LAST LOCATION # ="L

4030 INPUT " STEP AMOUNT ="S

4040 FOR N=F TO L STEP S

4050 PRINT #6, N, #1, " %",

4060 E=N; GOSUB 4200

4070 H=%(N)

4080 PRINT #1, " =(",

4090 E=H; GOSUB 4200

4100 PRINT #1, ">", #6, H

4110 NEXT N

4120 GOTO 4010

200 S=0

410 IF E<0 E=E+32767+1; S=S

4220 E=EC; D=EM

4230 E=EC; C=RM

4240 E=EC; B=EM

4250 A=E+S

4260 E=A; GOSUB 4400

4270 E=B; GOSUB 4400

4280 E=C; GOSUB 4400

4290 E=D; GOSUB 4400

4300 RETURN

400 IF 0<=E IF E<10 PRINT #1, E, RET
URN

4410 Y=55+E RETURN

FIRST LOCATION # = 0

LAST LOCATION # = 3000

STEP AMOUNT = 2

0	X0000	=(F300)	-7328
2	X0002	=(D3AF)	-11345
4	X0004	=(C302)	-15608
6	X0006	=(8061)	3169
8	X0008	=(17C3)	1987
10	X000A	=(1C20)	7200
12	X000C	=(1C20)	7228
14	X000E	=(FF20)	-224
16	X0010	=(8AC3)	2755
18	X0012	=(0620)	1558
20	X0014	=(57FB)	2043
22	X0016	=(5552)	-174
24	X0018	=(30C2)	3532
26	X001A	=(FB20)	-1248
28	X001C	=(1075)	4214
30	X001E	=(C9FD)	-13827
32	X0020	=(2022)	4291
34	X0022	=(7220)	29472
36	X0024	=(7222)	29219
38	X0026	=(FF09)	-55
40	X0028	=(13C3)	5059
42	X002A	=(2120)	8480
44	X002C	=(3030)	0
46	X002E	=(FFC9)	-55
48	X0030	=(1853)	5827
50	X0032	=(6000)	27976
52	X0034	=(0188)	395
54	X0036	=(FFB1)	-255
56	X0038	=(F5E2)	-2589
58	X003A	=(0505)	-10811
60	X003C	=(E5DD)	-6691
62	X003E	=(E5FD)	-7659
64	X0040	=(21FD)	8701
66	X0042	=(0000)	0
68	X0044	=(39FD)	14845
70	X0046	=(237E)	9086
72	X0048	=(7A11)	31249
74	X004A	=(1F02)	7928
76	X004C	=(3632)	12680
78	X004E	=(0555)	-18779
80	X0050	=(0521)	-13535
82	X0052	=(0700)	1792
84	X0054	=(165F)	5727
86	X0056	=(1700)	5888
88	X0058	=(0330)	816
90	X005A	=(FD2A)	-726
92	X005C	=(194F)	6479
94	X005E	=(235E)	9054
96	X0060	=(D555)	-10982
98	X0062	=(66FD)	27365
100	X0064	=(FD0B)	-757

GALLY BASIS

NUMBER MATCH

4.NUMBER MATCH

5.BY SCOTT WALPOLE

```
10 CLEAR;C=0;NT=0;BC=249;FC=7
20 BOX 0,0,40,40,1
30 BOX 0,0,30,30,2
40 FOR A=1 TO 50
50 B=RND (9)
60 CX=0;CY=0;PRINT #1,B
70 FOR D=5 TO -5 STEP -1
80 G=0
90 IF &(23)=8 G=1;GOTO 200
100 IF &(22)=8 G=2;GOTO 200
110 IF &(21)=8 G=3;GOTO 200
120 IF &(23)=4 G=4;GOTO 200
130 IF &(22)=4 G=5;GOTO 200
140 IF &(21)=4 G=6;GOTO 200
150 IF &(23)=2 G=7;GOTO 200
160 IF &(22)=2 G=8;GOTO 200
170 IF &(21)=2 G=9;GOTO 200
180 IF D=-5 GOTO 220
190 NEXT D
200 IF G#B GOTO 80
220 C=C+D
250 CX=-30;CY=-32;PRINT "SCORE ➡",#2,C
260 IF A=50 GOTO 300
270 NEXT A
300 CLEAR;PRINT "YOUR FINAL SCORE ➡",#2,C
```

INSTRUCTIONS

The object of this game is to match the numbers one at a time as quickly as possible for the highest score. You have approx. 2 seconds to repeat the number displayed within the box using the keypad. If you press the wrong number, try for the same number again before your 2 seconds are up. If you still haven't got the right number and the 2 seconds have run out, 5 points will be deducted from your score and the computer will select a new number. Continue repeating the number until the program stops.

79-6-1
V2#1

SAUCER BATTLE

BY JOHN HURST

9/79

10 - 100 Initialize and Input mode of play. Draw stars and print scoring.
200 - 290 Draw saucers and allow control by hand controls. Two player game.
300 - 495 One player against computer. Draw saucers, left for player,
right for computer. Computer random positioning and movement.
Set ups for computer or TR(1) firing.
500 - 530 Set ups for TR(1) or TR(2) firing in two player mode.
540 Back to two player program if neither saucer fires LASER.
600 - 680 Fire left saucer's LASER, if a hit goto blowup routine, if not
go back to one or two player routine, whichever is in use.
700 - 780 Same as 600, but for right saucer.
800 - 860 Blowup right saucer, back to main program in use. Upgrade score.
900 - 960 Blowup left saucer, back to main program in use. Upgrade score.
1000 -1010 Print GAME OVER. If GO key is pressed, goto line 10 to play
again.

This game can be played by two or one, (against the computer).
Difficulty of hitting target can be selected, 0-1, 0 being the hardest.
Amount of LASER blasts and Max Score to win can be selected. If one player
option is selected, accuracy of the computer can be set, 0-2, 0 being the
most accurate. If the computer fires when accuracy is 0, it will not miss.
If both triggers are pulled at the same time, neither will fire, in two
player option. If remaining LASER blasts are five or less, an open hole
will appear in the center of the saucer that is low on charge. When all
charge for LASER is depleted for one saucer, he can no longer fire. If
both saucers are depleted of charge, or Max Score is reached by one saucer,
game is over. To play again just press GO key.

The memory use of this game is very close to the max available to the
Bally, so care should be used when entering this program. Use no spaces unless
necessary, the listing may have extra spaces due to my typing. If you
don't need them, don't use them. Also deleting lines 1 - 5 can save some
memory if needed. Good Luck.

John R. Hurst

PROGRAM NAME SAUCER BATTLE

Page of

Line #	Statement(s)	Comments
1	.*SAUCER BATTLE*	
2	.	
3	.BY JOHN HURST	
5	. 9/79	
10	F=0;G=0;I=0;J=0;NT=1	
20	CLEAR;BC=0;FC=126;&(0)=0; 8(1)=0;&(2)=126;&(3)=0	
30	INPUT "DIFFICULTY: 0-1?" N	
40	PRINT "HOW MANY	
50	INPUT "LASER BLASTS F" U	
60	INPUT "MAX SCORE Z" H	
70	INPUT "1 OR 2 PLAYERS ?" L; IF L=1 INPUT "ACCURACY OF COMPUTER: 0-2 ?" M	
80	CLEAR;FOR A=1 TO 50;B=RND (130)-65;C=RND(88)-44	
90	BOX B,C,1,1,1;NEXT A;CX= -17;CY=40;PRINT "←SCORE→	
100	CX=-77;CY=32;PRINT #10,J, #B,I;IF L=1 GOTO 300	
200	K=KN(1)÷4-6;D=KN(2)÷4-6	
210	BOX-75,K,4,4,3;BOX75,D,4, 4,3	
220	IF F>=U-5 BOX-75,K,2,2,3	
230	IF G>=U-5 BOX 75,D,2,2,3	
240	IF F>=U-5 BOX-75,K,2,2,3	
250	IF G>=U-5 BOX 75,D,2,2,3	
260	BOX-75,K,4,4,3;BOX75,D,4, 4,3	
270	IF F=U IF G=U GOTO 1000	
280	IF (TR(1))-(TR(2))GOTO 500	
290	GOTO 200	
300	D=RND(76)-38	
310	K=KN(1)÷4-6;D=D+RND(10)-5	
320	IF D>25 D=25	
330	IF D<-38 D=-38	
340	BOX-75,K,4,4,3;BOX75,D,4, 4,3	
350	IF F>=U-5 BOX-75,K,2,2,3	
360	IF G>=U-5 BOX 75,D,2,2,3	

USE OF SHADED AREA IS FOR 2ND OR
MORE LINES OF MULTI-LINE STATEMENTSDO NOT ENTER A SPACE BETWEEN LINE #
AND STATEMENT;THIS IS DONE BY THE UNIT

DO NOT ENTER A SPACE BETWEEN LINE # AND STATEMENT. THIS IS DONE BY THE UNIT.

DO NOT ENTER A SPACE BETWEEN LINE # AND STATEMENT. THIS IS DONE BY THE UNIT.

Line #	Statement(s)	Comments
370	IF F>=U-5 BOX-75,K,2,2,3	
380	IF G>=U-5 BOX 75,D,2,2,3	
390	BOX-75,K,4,4,3;BOX75,D,4,4,3	
400	IF F=U IF G=U GOTO 1000	
410	IF F=U GOTO 440	
420	IF TR(1) GOTO 600	
430	IF G=U GOTO 310	
440	IF M=1 GOTO 480	
450	IF M=2 GOTO 490	
460	IF K>D-1 IF K<D+1 GOTO 700	
470	GOTO 310	
480	IF K>D-3 IF K<D+3 GOTO 700	
485	GOTO 310	
490	IF K>D-6 IF K<D+6 GOTO 700	
495	GOTO 310	
500	IF F=U GOTO 530	
510	IF TR(1) GOTO 600	
520	IF G=U GOTO 200	
530	IF TR(2) GOTO 700	
540	GOTO 200	
600	BOX-75,K,4,4,1;BOX75,D,4,4,1	
610	F=F+1;LINE-73,K,4;LINE 75,K,3	
620	&(16)=255;&(21)=255; &(23)=44	
630	LINE-73,K,4;LINE75,K,3; LINE0,0,4;&(16)=0;&(21)=0; &(23)=0;IF N=1 GOTO 670	
640	IF K>D-2 IF K<D+2 GOSUB000	
650	BOX-75,K,4,4,2;BOX75,D,4,4,2;IF L=1 GOTO 300	
660	GOTO 200	
670	IF K>D-3 IF K<D+3 GOSUB000	
680	GOTO 650	
700	BOX 75,D,4,4,1;BOX-75,K,4,4,1	
710	G=G+1;LINE73,D,4;LINE -75,D,3	

Line #	Statement(s)	Comments
720	&(23)=255;&(21)=255	
730	LINE 73,D,4;LINE-75,D,3;LINE ϕ , ϕ ,4;&(21)= ϕ ;&(23)= ϕ ; IF L=2 IF N=1 GOTO 77 ϕ	
740	IF D>K-2 IF D<K+2 GOSUB9 ϕ ϕ	
750	BOX 75,D,4,4,2;BOX-75,K,4,4,2;IF L=1 GOTO 3 ϕ ϕ	
760	GOTO 2 ϕ ϕ	
770	IF D>K-3 IF D<K+3 GOSUB9 ϕ ϕ	
780	GOTO 75 ϕ	
800	FOR E=1 TO 1 ϕ ;&(9)=37; &(2)=9 ϕ	
810	FOR P= ϕ TO 1	
820	BOX 75+RND(4)-2,D+RND(4)-2, 2,2,3;NEXT P	
830	MU=" ";NEXT E;&(2)=126; &(9)=5 ϕ	
840	J=J+1;CX=-77;CY=32;PRINT #1 ϕ ,J	
850	IF J=H GOTO 1 ϕ ϕ ϕ	
860	BOX 75,D,1 ϕ ,1 ϕ ,2;RETURN	
900	FOR E=1 TO 1 ϕ ;&(9)=4;FC=9 ϕ	
910	FOR P= ϕ TO 1	
920	BOX-75+RND(4)-2,K+RND(4)- 2,2,;NEXT P	
930	MU=" ";NEXT E;FC=126;&(9)= 50	
940	I=I+1;CX=-17;CY=32;PRINT I	
950	IFI=H GOTO 1 ϕ ϕ ϕ	
960	BOX-75,K,1 ϕ ,1 ϕ ,2;RETURN	
1000	CX=-23;CY= ϕ ;PRINT"GAME OVER	
1010	R=KP;IF R=13 GOTO 1 ϕ	

SHORT PROGRAMS

```

4. RANDOM BOX
5. BY SCOTT WALPOLE
10 CLEAR
20 FC=7:BC=0
30 BC=BC+8
40 IF &(21)=16 RUN (Press the ERASE key to
   clear the screen)
50 X=RND (15)*10
60 Y=RND (8)*10
70 BOX 0,0,X,Y,3
80 GOTO 30

```

MUSIC PROGRAMS

```

4."HELLO, DOLLY!"
5. BY SCOTT WALPOLE
10 CLEAR ;NT=13 (or 12)
20 PRINT "350003135600031",
30 PRINT "357x17x17x1x2x150000",
40 PRINT "-45-560004246-7000",
50 PRINT "4246x3x2x3x2x3x275 (1 space)",
60 PRINT "607534-450003135600031",
70 PRINT "35x21x21x1x2x1x16000",
80 PRINT "70(3 spaces)x1065035x1x1x165035",
90 PRINT "x3x3x3x3x3x2x4x3x100"
100 IF &(23)=1 RUN (Press GO to play again)
110 GOTO 100

```

LYRICS

```

3 50003 1 3 5 60003 1 3 5 7
Hello Dolly well Hello Dolly It's so nice

x1 7 x1 7 x1 x2 x150000-4 5
to have you back where you belong You're look-

-5 6000 4 2 4 6 -70004 2 4 6
ing swell Dolly we can tell Dolly You're still

x3 x2 x3 x2 x3 x2 7 5 60
glowin', you're still crowin', you're still go-

```

```

7 5 3 4 -4 5000 3 1 3 5
in' strong We feel the room swayin' for the

6000 3 1 3 5 x2 x1 x2 x1 x2
band's playin' one of your old favrite songs

x1 x2 x1 6000 70 x10 6 50 3 5
from way back when so take her wrap fellas

x1 x1 x1 6 50 3 5 x3 x3 x3x3
Find her an emty lap fellas Dolly I'll never

x3 x2x4x3x100
go away again!

```

```

4."POPEYE THE SAILOR"
5. BY SCOTT WALPOLE
10 CLEAR ;NT=12
20 PRINT "355540350550",
30 PRINT "564680650550",
40 PRINT "564687656531",
50 PRINT "35556078088"
60 IF &(23)=1 RUN (Press GO to play again)
70 GOTO 60

```

LYRICS

```

3 5 5 5 40 3 50 5 50
I'm Popeye the sailor man (toot toot)

5 6 4 6 80 6 50 5 50
I live in a garbage can (toot toot)

5 6 4 6 8 7 6 5 6 5 3 1
I like to go swimmin' with bow-legged wimin
(women)

3 5 5 5 60 7 80 8 8
I'm Popeye the sailor man! (toot toot)

```